Spring ’17 CIS 410/510 Assignment 3 – 110/100 points – Due Friday, 4/21, 11:59 PM

This is a group assignment – it must be completed by a group of 2 or 3 members.

Please find a group by talking to your classmates or posting on Piazza.

Email me (eric@cs.uoregon.edu) if you are not able to find a group by Monday, April 17th and I’ll randomly assign you to a group.

Start with one of these following projects:

https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial

https://unity3d.com/learn/tutorials/projects/survival-shooter-tutorial

https://unity3d.com/learn/tutorials/projects/tanks-tutorial

https://unity3d.com/learn/tutorials/projects/2d-roguelike-tutorial

You are allowed (and encouraged) to use the provided code and assets as a starting point.

1. [20] Set up Unity Collaborate for your project:

https://docs.unity3d.com/Manual/UnityCollaborateSettingUp.html

Add the CIS 410/510 Intro Game Programming instructional staff for grading purposes:

eric@cs.uoregon.edu, zschmidt@uoregon.edu, ryan.leonard71@gmail.com, apg@uoregon.edu

Unity Collaborate is new, so please do this early and report issues on Piazza. Our experience on this project will inform whether we use Unity Collaborate or Git for the final projects.

2. [80] Add at least one significant gameplay element per group member. For example: new art assets, multiple levels, powerups, enemies, etc.

3. [+10] 10 extra points for overall “best” project!

Ensure that your game plays as intended both in the Unity player and when built for the WebGL player!

Have one of your group members submit a text document to Canvas containing the names of each group member and their contributions to the project (see Assignments section for submission link). Also include a link to the Unity Collaborate page for your project.